

CC: Cranium Cocktail (20) \*\*\*

Climb the bold wall just left of Brain Drain & just right of the arete. Starts from above the block.

FA: AdK 1985

BD: Brain Drain (17) \*\*\*

Climbs the left-hand obvious crack on this wall.

FA: AdK (sdc) 1983

FTCOF: Find the Cost of Freedom (16) \*\*\*

Climbs the right-hand crack (ie just right of Brain Drain). Some 16's are harder than others.

FA: AdK (sdc) 1983

TB: The Bogel (22) \*\*\*

Climb the thin seam which blanks out onto the wall just right of Find the Cost of Freedom. Finish tending leftwards.

FA: AdK & E. February 1984

X: The wall further right from the Brain Drain buttress has about 9 routes (grade 10 - 21) opened by T. Holt, M. Versveldt, B. Roux & AdK. Names and numbers have become forgotten history, and obliterated by space invader games.

# Klein Winterhoek

Access: From Tulbagh drive straight through the town until 3 or 4km later a fork is reached. Take the left-hand junction (towards Winterhoek). Further on, another fork is reached. Turn right and continue along until a turn left leads to 'Bergplaas'. Park at the Farmer's Dam. [The farmer, Franz Zeeman, does not allow climbers on his property in the picking season, (December - February). So be warned: he will beat you up even if you speak Afrikaans !!!]

Walk up the road to the top of the Orchards and continue up the slope beyond. At the second major clump of trees high on the slope, drop into the riverbed and walk up the river bearing right to a waterfall. Climb steeply out at the waterfall up a long bushy slope leading to a ridge under the first rockband. An undulating traverse leads rightwards into the gully paralleling the cliff. Camping at a pool at the highest clump of trees on the right. To get to the Amphitheatre scramble up the steep gully on the right of the buttress above the campsite. Routes described left to right.

Descent: Walk down the summit ridge on the left (looking out) to a col. Drop into the gully & follow it down to a beacons point at which you must take the next gully on the right which leads to the campsite.

## 1. Klein Winterhoek Frontal (15) \*\*\*

Takes the left-hand skyline of the Amphitheatre. Scrambling, many pitches of (11-13) and one of (15) follow corners, cracks and obvious breaks directly to the summit.

FA: G. Lord & Party 1921

## 2. Ocean of Fear (20, A<sub>2</sub>) \*\*\*\*\*

Start from a ramp in the middle of the amphitheatre.

Pitch 1 : (19) Climb the small corner to a handrail on the left. Gain a sloping ramp and traverse left to a belay ledge.

Pitch 2 : (20) Traverse 10m left from the end of the ledge. Climb blocky rock at the end to a series of grooves. Belay next to a huge flake.

Pitch 3 : (20) Hand rail the flake. Climb up and back right into a crack which is climbed to a ramp. Move right & layback to a ledge.

Pitch 4 : (19) Climb the crack above to a sloping ramp. Move up and over a bulge. Rail left, then walk across to blocks on the *Ledge of Forgotten Dreams*.

Pitch 5 : (A<sub>2</sub>) Aid the crack & roof to a hanging belay. (Bo111)

Pitch 6 : (A<sub>2</sub>) A few free moves left before nailing the bulge to a rail. Aid left to a hanging belay in the corner.

Pitch 7 : (A<sub>2</sub>) Aid through the diagonal crack & up the wall to hanging belay below the biggest roof.

Pitch 8 : (A<sub>1</sub>, 19) Aid/free along the rail left.

Pitch 9 : (A<sub>2</sub>) Aid left into the corner, around and up a vertical crack. Aid & free moves lead to a sloping ramp belay. (Bew Bkwi)

Pitch 10 : (A<sub>2</sub>) Aid the crack/corner to the roof. Go left and nail a thin crack leading to a hanging belay.

Pitch 11 : (20) Climb diagonally right to a roof. Handrail left and turn the roof at it's left-hand end. Move up to belay in a small corner on the right.

Pitch 12 : (18) Start on the right, and handrail left across a flake to a blocky ledge. Go left to a ramp. Climb this to a wall and rail left to *Ecstasy Ledge*.

Pitch 13 : (15) Traverse right to the corner, stem it and move left. Climb the wall diagonally left to a ledge below a crack.

Pitch 14 : (17) Climb the crack & continue to the highest ledge. Traverse/walk left & finish up the last 100m of the Frontal ridge.

FA: G. Lacey & AdK 1983  
(See Topo Diagram)

### 3. The Wall of Silence (21, A<sub>1</sub>) \*\*\*\*\*

Takes a line right of Ocean of Fear. Start in the same place, ie at the ramp. Scramble up to the short corner.

Pitch 1 : (19) Climb the corner, up the wall above. Go slightly left to a sloping ledge, then move right, climbing flakes to belay at a rail (peg).

Pitch 2 : (20) Traverse right under the roof to the corner. Climb up & belay on a thin ledge.

Pitch 3 : (16) Traverse left to a break. Pull through and continue up trending leftwards to a ledge next to some blocks.

Pitch 4 : (15) Climb into a corner-system leading to a belay on the ramp below a right-facing corner.

Pitch 5 : (18) Climb the corner to the rail under the roof. Traverse left to the ledge of Forgotten Dreams.

Pitch 6 : (A<sub>2</sub>) Zig Zags into infinity Base : From the highest block nail the corner to the rail. Go right & up the next corner. Indicate railing leads left and up to belay 3m right of the scoop/hollow at the top of the Ocean's A<sub>2</sub> crack.

Pitch 7 : The Cloak of Black Mystery : Aid straight up on hooks to a pocket. Nail across the wall into a thin crack going diagonally right. Bolt belay.

Pitch 8 : (A<sub>2</sub>) Afterimages of Pain and Desire : Hook the wall to a slanting seam going left under the roof. Aid left to the bolt ladder leading onto the Halls of Desolation. Straight up to the rail. Move left & through the next roof. Diagonally left on blades & up to the rail under the big roof. Traverse left to belay.

Pitch 9 : (A<sub>2</sub>) The Downbound Train : Go diagonally left to the corner. Drop down and hook left into a very steep corner. Hook the pockets on the left-hand wall and into the crack - The Visions of Paradise. Climb the crack to a belay in a corner under a roof.

Pitch 10 : (20) Free climb right for 7m, pull through the bulge, and up the corner to a sloping ledge. Climb diagonally right across the wall to a tiny sloping ledge below a blank corner crack : The Silver Hearts Biv.

Pitch 11 : (21) Traverse left and up to a small block. Up to a ramp. Climb leftwards up the ramp to a crack through the bulge. Belay in the corner above.

Pitch 12 : (17) Go diagonally left into a rightwards arching flake/corner system. At the top traverse left to a triangular ledge - Darkness on the Edge of Town.

Pitch 13 : (16) Layback flakes & corners to reach the ramps and so the long ledge. Traverse left & finish up the last 100m of the frontal ridge as for Ocean's - The Circle of Silence.

FA: AdK (solo) 1986

### 4. The Times They are a Changin' (20) \*\*

Start in the same place as Oceans & The Wall of Silence, at the small tramp leading up to the ledge.

Pitch 1 : (15) Climb up diagonally right following rails to belay on the right-hand side of a large block.

Pitch 2 : (19) Climb up the thin crack above to a rail. Move right to a long corner/crack. Up this to a ledge.

Pitch 3 : (17) Climb diagonally left to a ledge. Traverse right until above the start of the pitch.

Pitch 4 : (15) Start up the flake on the right and follow the break to stance in a shallow corner.

Pitch 5 : (20) Climb diagonally right over hollow flakes to a big corner which is climbed to a ledge. Walk right to a prow.

Pitch 6 : (19) Start up the ramp & move left to a crack/corner. Up this to an undercut rail. Traverse right and mantle shelf. Move left and up to a stance on a block.

Pitch 7 : (18) Pull over the bulge to reach a corner. Climb leftwards up this to reach

castle ledge.

Pitch 8 : (15) Traverse right at the same level around the corner until able to layback up a groove to a ledge high on the left. Continue up this further to stance next to a big flake. (50m pitch)

Pitch 9 : (19) From the flake climb up & move right. Pull over the bulge & continue up left, then right to belay below a big recess/corner.

Pitch 10 : (17) Climb the recess and move right following grooves & cracks to a big bulging wall. Climb a crack on the right to a large grassy ledge.

Scramble off rightwards to the summit ridge.

FA: D. Chesson, G. Lacey & C. Lomax 1979  
FFA: C. Lomax, G. Lacey & AdK 1983

### 5. Gorillas in the Mist (17) \*\*

The rib right of The times they are a changin'.

FA: J. Codenro & M. Reid 1989

# Castle Rocks

Access: Drive over Bain's Kloof Pass and head for Ceres. Continue past the turn-off for Woisey/Tulbagh to the start of Mitchell's Pass. Turn right at a gate leading down into a picnic sight (Dwars River). 1/4km up the Wiers, cross & walk straight up the slope towards the three Castle turrets above. Trend slightly leftwards into the gully running down between the main and right hand turrets, to a point where a traverse line leads left across to the base of the rock.

Descent: Scrambling & 2 rappels down the gully between the main & right hand turrets leads directly back to the start of the traverse line. Only the two best routes here are described in full.

## 1. Apollo (20) \*\*\*

The route follows a line up the right-hand side of the middle turret in the big red amphitheatre. Scramble up white rock to a higher ledge. The route climbs up & diagonals across left above the big roof.

Pitch 1: (17) Climb up to a flake & traverse right to a small grey face. Move up left to a crack and a ledge with blocks.

Pitch 2: (13) Traverse diagonally left over flakes & climb up to a small roof. Continue moving left to a narrow ledge.

Pitch 3: (19) Climb the bulging grey face on the left & move back right into the open book. At the roof rail left to a cubbyhole.

Pitch 4: (17) Climb up on the right into a groove. At the top a long traverse left along rails leads to an easy break up the grey face above. Move left to a large ledge below overhangs.

Pitch 5: (20) Pull through the roof in the corner & continue up the next set of roofs. Layback up to a long cave-like ledge (the Block pitch).

Pitch 6: (19) Rail along left to a short corner. Move up to the roof & swing around rightwards. Climb the face above.

Pitch 7: (19) Climb the corner & the left-hand face of the open book to a trick move across to the right-hand face. Move across to the right-hand arete and up to a ledge.

Pitch 8: (20) From the level of the ledge a finger-rail traverses the wall on the right. From the recess at the end move up & climb diagonally right over grey slabs to a ledge below a water-worn chimney. [Variation: (15) Instead of traversing the finger rail, move up from the ledge for 2m to an easy handrail. Traverse right & continue up to the grey slabs.]

Pitch 9: (19) Climb into the chimney & continue up, exiting left. Walk across to the top of the ramp on the right.

Pitch 10: (15) Move up & traverse right onto the main face. Climb the jugs trending rightwards to the top.

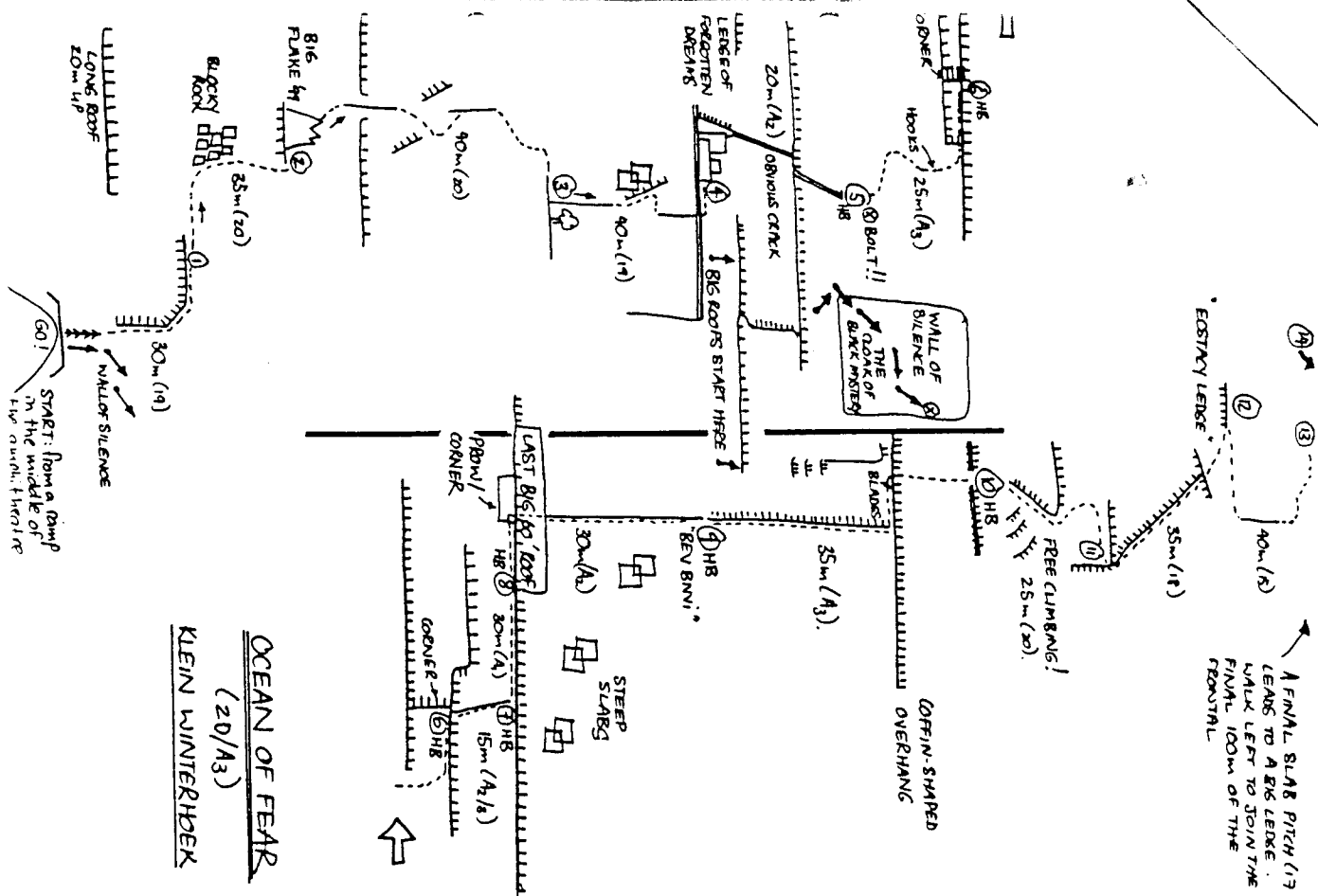
FA T & R. Barley, M. Scott & D. Hartley 1969  
FFA: G. Lacey & B. Gross (top rope) 1978  
FFA (pitch 8 & complete) Adk, E. February & G. Lacey 1982

## 2. Space Shuttle (25) \*\*\*

The route starts on the right-hand side of the main amphitheatre, in a crack system on the left hand side of a pillar, above some trees. The line traverses the grey ramps above Apollo, and breaks through the roofs to the right of that route and below a prominent V.

Pitch 1: (10/11) Scramble up to where the climbing begins steepening.

Pitch 2: (17) Climb the crack, moving left past a horrendous layback and make a hanging belay where a line of incut holds lead out left.



OCEAN OF FEAR  
(20/A3)

KLEIN WINTERHEDER